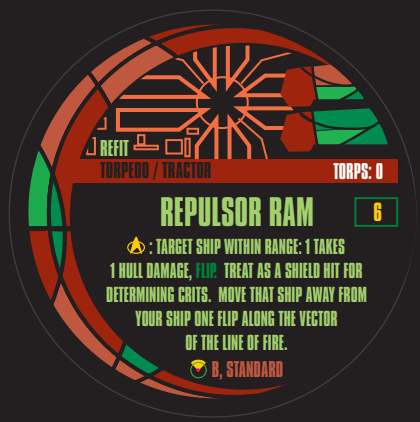
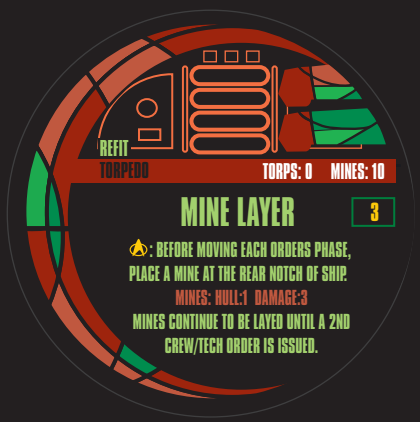
REFIT
2
BEAM WEAPON
CARDASSIAN FUSION BEAM
8
FOR EACH HIT SCORED, CHECK FOR CRITS.
RESTRICTED: MEDIUM AND LARGE SHIPS ONLY.
A, EXT

REFIT
TORPEDO
TORPS: 0
MISSLES: 6
MISSLE LAUNCHER
5
MISSLES: SPEED: 4 DAMAGE: 1 [MINIMUM 1] HULL: 1
MISSLES PASS THROUGH SHIELDS AND STRIKE THE HULL DIRECTLY. TREAT AS A SHIELD HIT FOR DETERMINING CRITS. INCOMING MISSLES MAY BE TARGETED AND DESTROYED.


REFIT
TORPEDO / TRACTOR
TORPS: 0
REPULSOR RAM
6
: TARGET SHIP WITHIN RANGE: 1 TAKES 1 HULL DAMAGE, FLIP. TREAT AS A SHIELD HIT FOR DETERMINING CRITS. MOVE THAT SHIP AWAY FROM YOUR SHIP ONE FLIP ALONG THE VECTOR OF THE LINE OF FIRE.
B, STANDARD


REFIT
TORPEDO
TORPS: 0
MINES: 10
MINE LAYER
3
: BEFORE MOVING EACH ORDERS PHASE, PLACE A MINE AT THE REAR NOTCH OF SHIP.
MINES: HULL:1 DAMAGE:3
MINES CONTINUE TO BE LAYED UNTIL A 2ND CREW/TECH ORDER IS ISSUED.

REFIT
2
BEAM WEAPON
MINIMUM: 1
MINE SWEEPER
6
DAMAGE IS APPLIED TO ALL TARGETS WITHIN FIRING ARC.
B, STANDARD

REFIT
3
TORPEDO / BEAM
TORPS: 0
SCOUT LR SENSOR REFIT
7
ARMADA: ADD ONE HIT TO ALL HIT CHECKS WHILE SCOUT SHIP IS WITHIN RANGE 3 OF TARGET.

REFIT UPGRADE
MINE LAYER
UNLIMITED
MINE RACK
2
+5 MINES

REFIT UPGRADE
MINE LAYER
ENHANCED MINES
3
MINES DO 4 DAMAGE INSTEAD OF 3

REFIT UPGRADE
MINE LAYER
HUNTER / KILLER MINES
4
IF ENEMY SHIP ENDS AN ORDER PHASE WITHIN TWO MINE MOVEMENT, MINE WILL ACTIVATE AND STRIKE SHIP.
MINE: HULL: 2

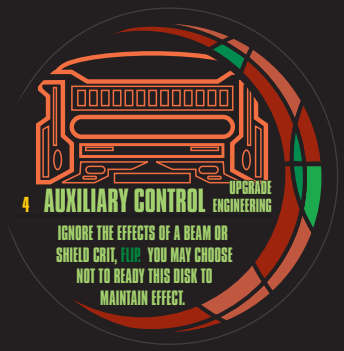
REFIT UPGRADE
MISSLE LAUNCHER
MISSLE RACK
4
+6 MISSLES

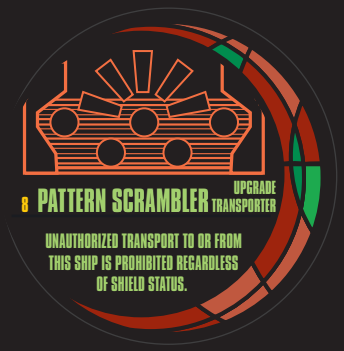
REFIT UPGRADE
MISSLE LAUNCHER
ACCELERATED MISSLES
1
+1 MISSLE SPEED

REFIT UPGRADE
MISSLE LAUNCHER
DUAL MISSLE RACK
5
2 MISSLES MAY BE FIRED BY A SINGLE FIRE ORDER, FLIP.

REFIT UPGRADE
MISSLE LAUNCHER
ARMORED MISSLES
4
+1 MISSLE HULL

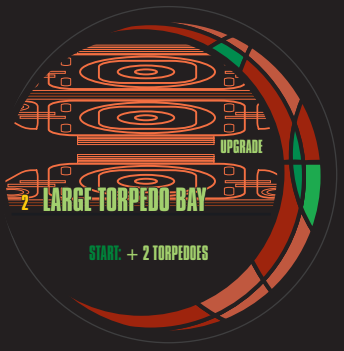
2 AUX. BATTERY PACK
UPGRADE ENGINEERING
SACRIFICE: RESTORE EMERGENCY BATTERIES TO FULL POWER

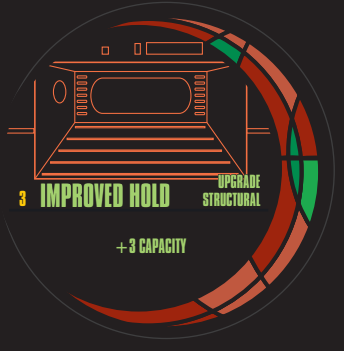

4 AUXILIARY CONTROL
UPGRADE ENGINEERING
IGNORE THE EFFECTS OF A BEAM OR SHIELD CRIT, FLIP. YOU MAY CHOOSE NOT TO READY THIS DISK TO MAINTAIN EFFECT.

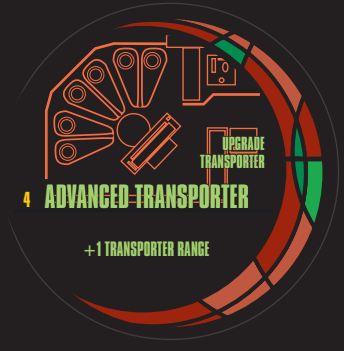

8 PATTERN SCRAMBLER
UPGRADE TRANSPORTER
UNAUTHORIZED TRANSPORT TO OR FROM THIS SHIP IS PROHIBITED REGARDLESS OF SHIELD STATUS.

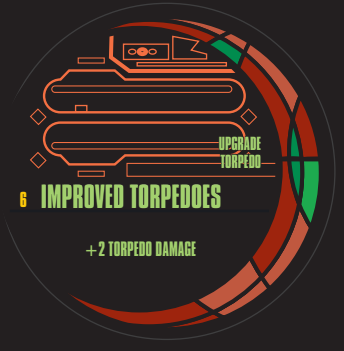
2 AUTO DISABLE
UPGRADE ENGINEERING
IF CONTROL OF THIS SHIP IS LOST: IMMEDIATELY REVEAL AUTO DISABLE. SHIP SUFFERS BOTH AN IMPULSE AND AN ENGINEERING CRIT.

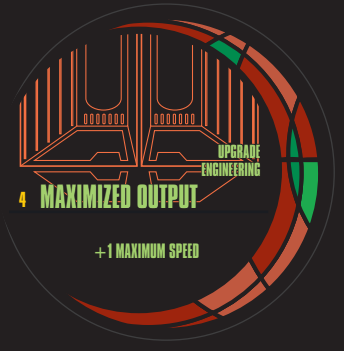
3 REINFORCED HULL
UPGRADE STRUCTURAL
+2 HULL


2 LARGE TORPEDO BAY
UPGRADE
START: + 2 TORPEDOES


3 IMPROVED HOLD
UPGRADE STRUCTURAL
+3 CAPACITY


4 ADVANCED TRANSPORTER
UPGRADE TRANSPORTER
+1 TRANSPORTER RANGE


6 IMPROVED TORPEDOES
UPGRADE TORPEDO
+2 TORPEDO DAMAGE


4 MAXIMIZED OUTPUT
UPGRADE ENGINEERING
+1 MAXIMUM SPEED

1 DISRUPTOR RIFLES
PERSONAL
+2 COMBAT VALUE

3 ENHANCED SHIELDING
UPGRADE SHIELDS
+2 SHIELDS

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

4
1
1
HULL
MISSLE

ACTIVATED
2 AUX BATTERY PACK
UPGRADE ENGINEERING
SACRIFICE: RESTORE EMERGENCY BATTERIES TO FULL POWER
ACTIVATED

ACTIVATED
4 AUXILIARY CONTROL
UPGRADE ENGINEERING
IGNORE THE EFFECTS OF A BEAM OR SHIELD CRIT, FLIP: YOU MAY CHOOSE NOT TO READY THIS DISK TO MAINTAIN EFFECT
ACTIVATED

ACTIVATED
8 PATTERN SCRAMBLER
UPGRADE TRANSPORTER
UNAUTHORIZED TRANSPORT TO OR FROM THIS SHIP IS PROHIBITED REGARDLESS OF SHIELD STATUS.
ACTIVATED

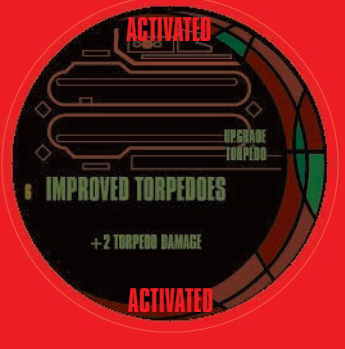
ACTIVATED
UPGRADE ENGINEERING
2 AUTO DISABLE
IF CONTROL OF THIS SHIP IS LOST: IMMEDIATELY REVEAL AUTO DISABLE. SHIP SUFFERS BOTH AN IMPULSE AND AN ENGINEERING CRIT.
ACTIVATED

ACTIVATED
UPGRADE STRUCTURAL
3 REINFORCED HULL
+2 HULL
ACTIVATED

ACTIVATED
UPGRADE
2 LARGE TORPEDO BAY
START: + 2 TORPEDOES
ACTIVATED

ACTIVATED
3 IMPROVED HOLD
UPGRADE STRUCTURAL
+3 CAPACITY
ACTIVATED

ACTIVATED
UPGRADE TRANSPORTER
4 ADVANCED TRANSPORTER
+1 TRANSPORTER RANGE
ACTIVATED


ACTIVATED
UPGRADE TORPEDO
6 IMPROVED TORPEDOES
+2 TORPEDO DAMAGE
ACTIVATED

ACTIVATED
UPGRADE ENGINEERING
4 MAXIMIZED OUTPUT
+1 MAXIMUM SPEED
ACTIVATED

ACTIVATED
PERSONAL
1 DISRUPTOR RIFLES
+2 COMBAT VALUE
ACTIVATED

ACTIVATED
UPGRADE SHIELDS
3 ENHANCED SHIELDING
+2 SHIELDS
ACTIVATED

4
1
1
HULL
MISSLE

PRAKESH

PRAKESH

VARESE D'VRI

VARESE D'VRI

GULLANE

GULLANE

KHELAT

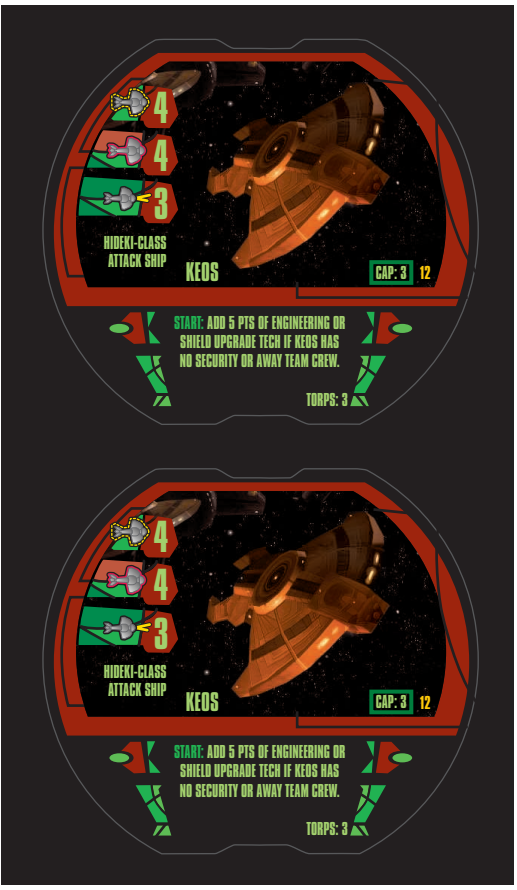
KHELAT

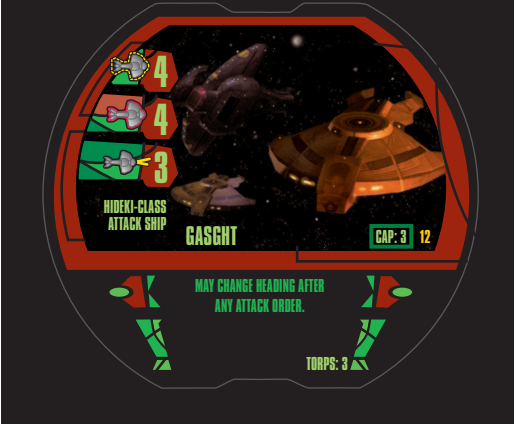
KIOGA

KIOGA

IBIQUI

IBIQUI





GUL VENOR

GUL VENOR

KEOS

KEOS

GASGHT

GASGHT

EMERGENCY POWER BATTERIES
5
4
3
2
1

5
1
OBSIDIAN ORDER
TACTICIAN
UNIQUE
6 OBSIDIAN TACTICIAN
EXECUTE AN ORDER WITHOUT REVEALING IT, FLIP. IF OPPONENT CHALLENGES, REVEAL THE ORDER. IF IT IS NOT THE ORDER YOU DECLARED NO ORDER IS EXECUTED THIS PHASE. IF IT IS, EXECUTE IT TWICE.

3
3
OBSIDIAN ORDER
AWAY TEAM
3 BLACK OPS TEAM
BOARDING: INSTEAD OF KILLING A CREW, CAPTURE HIM. RETURN THAT DISK AND BLACK OPS TO YOUR SHIP. ADD THE CREW'S COST TO YOUR VICTORY POINTS, FLIP

EMERGENCY POWER BATTERIES
5
4
3
2
1

ACTIVATED
5
1
OBSIDIAN ORDER
TACTICIAN
UNIQUE
6 OBSIDIAN TACTICIAN
EXECUTE AN ORDER WITHOUT REVEALING IT, FLIP. IF OPPONENT CHALLENGES, REVEAL THE ORDER. IF IT IS NOT THE ORDER YOU DECLARED NO ORDER IS EXECUTED THIS PHASE. IF IT IS, EXERCISE IT TWICE.
ACTIVATED

ACTIVATED
3
3
OBSIDIAN ORDER
AWAY TEAM
3 BLACK OPS TEAM
BOARDING: INSTEAD OF KILLING A CREW, CAPTURE HIM. RETURN THAT DISK AND BLACK OPS TO YOUR SHIP. ADD THE CREW'S COST TO YOUR VICTORY POINTS. FLIP.
ACTIVATED

Move two flips.
Fire.
Change Heading.
Move two flips.

Fire Beam Weapon.
Double the damage inflicted.
Suffer a Weapons Crit.

Set Speed to 3.
Choose ship of equal or larger size within range 1.
Swing your ship around the rear of target ship, holding your current distance until you match its heading.

Target fleet removes the next order from their control panels.
No order is executed on those ships this phase.